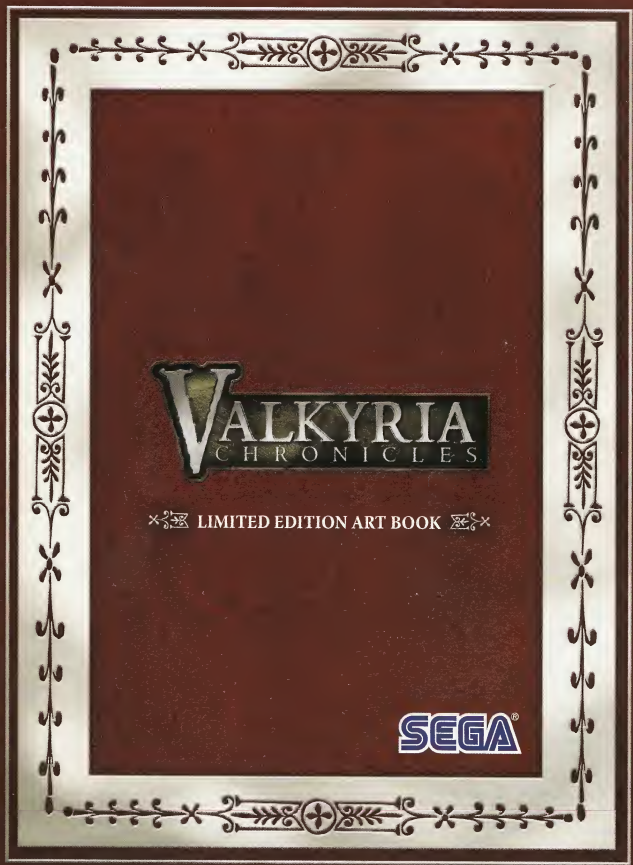
VALKYRIA
CHRONICLES
LIMITED EDITION ART BOOK
SEGA

I fight today that we may know tomorrow together.

"The Europan continent stands divided between the autocratic East Europa Imperial Alliance (the Empire), a residual echo of the feudal era, and the Atlantic Federation, a military superpower in control of all of western Europa.

As these giants now clash for control of all Europa, the flames of the second Europan War threaten to swallow the entire continent.

Caught between two armies on the march, the small Principality of Gallia soon has expansionist enemies banging down the door to its capital. Gallia must draw together a ragtag civilian militia to defend the nation from the forces of tyranny.

This is the story of how friendship, love, and the bonds of trust saw a brave band of warriors through in the face of overwhelming odds."

Valkyria Chronicles - *Contents*

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S. TANAKA

The Theme

Even in times of war, there's more that fills the hearts of men than thoughts of hatred for the enemy. For the very reason that death could be just around the bend, people need to live life to the fullest, and that means laughing just as hard as they cry. That was our theme.

This game sees the main cast joined by 50 other Gallian soldiers. We wanted to use that large pool of characters to show just how diverse life can be.

The Valkyrur and the Darcsens

As the real World War II illustrates, wars take place with thousands of years of cultural and historical context in the background. What appears to be a simple skirmish can be the result of a whole pack of factors operating on different levels. We felt that to accurately show the current state of affairs, we needed to touch on the flow of history that brought these people to where they are now.

The Valkyrur vanquished the Darcsens in prehistoric times - that history sets the stage for widespread persecution today. I hope you'll all enjoy this brief glimpse into new chapter in Gallia's history.

The Principality of Gallia

Although Gallia is a fictional place, we wanted it to seem both familiar and nostalgic to players, so we focused on giving it a sort of classic storybook feel. For example, the windmills. When we were building the prototype, we found that simply lining up European-looking buildings wasn't enough to shake the feeling of modernity from the landscape. Add a big windmill turning lazily in the center of town, though, and it suddenly took on that nostalgic retro feel.

That map became the base for what ultimately turned into Welkin's hometown, Bruhl.

Highlights

There's a lot of world-building and detail in there, but I feel that it all serves to set an appropriate stage for the drama to unfold upon. Hopefully you'll agree!

Shuntaro Tanaka

Director

Content direction, scenario and design supervision.

Other works:
Skies of Arcadia (Dreamcast), Sakura Wars, Sakura Wars 2 (Saturn)

R. NONAKA

This Project

This title began back in 2003 as a concept driven by a core group of people within the company. At the time there was no particular trend toward military games, and those games that did deal with war tended to be trans-national scale strategy games or single-hero FPS titles.

Marketing strategies and analysis wouldn't result in a human drama like this, told on the squadron level. It's definitely trying something different from overall market trends.

The Concept

I feel that the biggest single difference between everyday life and life amid war is the ever-present threat of death. Because you're literally entrusting your life to one another, you need to be able to truly trust your friends. Take a bunch of strangers and have them fight side by side, and they grow to become a family. On the flip side of the same coin, it's a recipe for some incredibly raw, passionate conflicts.

We went with the wartime theme because we wanted that kind of drama.

Highlights

I've worked on other projects with strong story elements, but this one presents a really unique world and the people living in it. I think it can be enjoyed from a lot of different angles, and hope you all will agree.

Ryutaro Nonaka

Producer

Planining, production supervision.

Other works:
Sakura Wars 3 (Dreamcast), Nightshade (PlayStation 2)

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The World and Story

The Outbreak of the Second Europan War

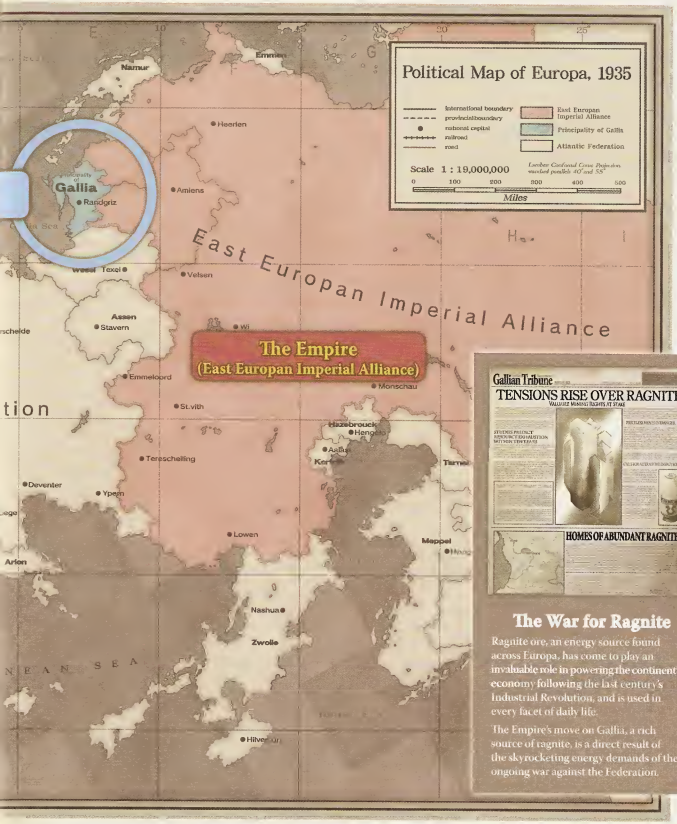
The Second Europan War (EWII)

In the 1930's, the continent of Europa lay divided between two military superpowers. To the west, the Federation; to the east, the Empire. As both giants clashed to lay claim to the whole of Europa, the entire land was pulled into armed conflict: so began the Second Europan War.

The Principality of Gallia

Nestled between the Empire and Federation, the small nation of Gallia has long been ruled by the descendants of the Valkyrur, an ancient race of mysterious origins said to have united the Europan continent long ago.

Until now, a system of universal conscription in which all citizens, man and woman, take up arms in times of conflict to defend their nation, has kept it safe from external threats. But when the Empire stages an unprovoked invasion, putting Gallia's standing army to rout, it is up to the brilliant leadership of one young militia lieutenant to repel the advances of a juggernaut...



Gallian Tribune

TENSIONS RISE OVER RAGNITE

VALUABLE MINING RIGHTS AT STAKE

HOMES OF ABUNDANT RAGNITES

The War for Ragnite

Ragnite ore, an energy source found across Europa, has come to play an invaluable role in powering the continent's economy following the last century's Industrial Revolution, and is used in every facet of daily life.

The Empire's move on Gallia, a rich source of ragnite, is a direct result of the skyrocketing energy demands of the ongoing war against the Federation.

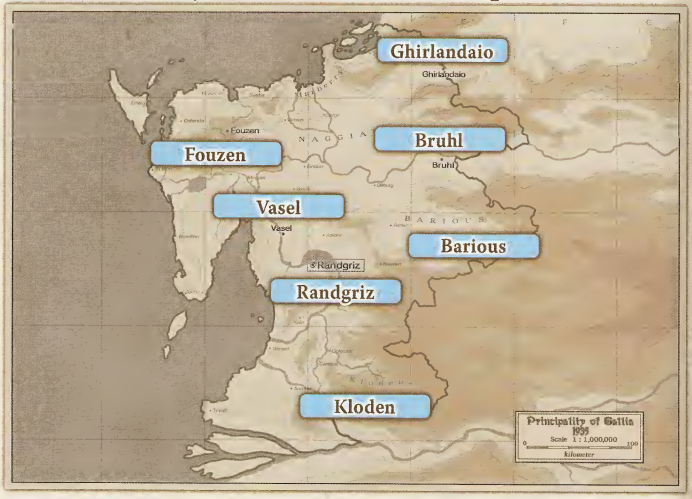
Atlantic Federation

Gallia

East Europan Imperial Alliance

The World and Story

The Principality of Gallia - A Land Steeped in Tradition



The Great Vasel Bridge

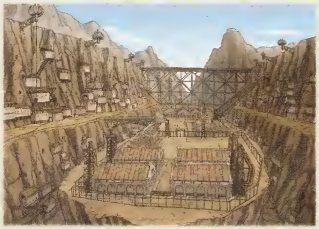
A key trade checkpoint and the final line of defense for the Gallian capital.

The Kloden Wildwood

A deeply forested region, impenetrable to mankind's encroachment.

The Citadel at Ghirlandaio

Gallia's border stronghold, standing proud after centuries of war.

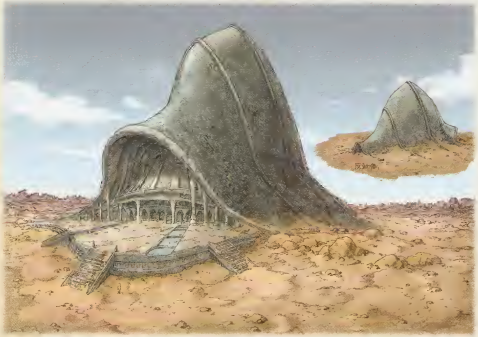


Fouzenden Wildwood

An industrial city built into the surrounding ravine, and one of Gallia's chief ragnite sources.

The Barious Desertdaio

A wasteland, said to have been scarred in ancient times by the Darcsen race.



Barious Ruins

At the heart of the broad Barious desert that spans eastern Gallia stands this mysterious structure.

Made of massive stone blocks with unusually high ragnite content, the ruins are believed to be a temple built by the Valkyrur in prehistoric times. The secrets of how it was erected remain unknown to this day.

The walls of the massive interior bear a history of the War of the Valkyrur and the cataclysmic Darcsen Calamity, written in Old Northern script.

Valkyrur Worship

The Valkyrur are generally revered as the ancient race which saved Europa from the abuses of the Darcsens and led the land to prosperity. Today, several customs stem from the Valkyrur legend, and the race is seen by many as an object of folk religious worship.

A Land Blessed by the Wind - The Town of Bruhl

This small town lies on the Imperial border at the eastern edge of Gallia.

Windmills stand atop the crests of many of the region's rolling hills, but few are as large as the so-called "Sister Mills" built from an old castle tower in the heart of town. Bruhl radiates out from the mills, with a lively town center at its base.

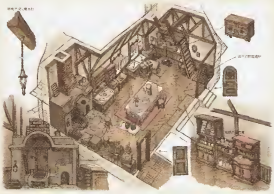
The town was supposedly founded by a band of knights, and maintains an active town watch dedicated to keeping Bruhl safe - rare for a town of just under 8,000 citizens.

The Road to Mill Plaza

A variety of shops and cafes line the road to Bruhl's town symbol.

The Sister Mills

The heart and soul of Bruhl: a massive, two-wheeled windmill.



Welkin's House

The Gunther residence stands on a hill at the outskirts of town.

Randgriz - Gallia's Beautiful Capital City

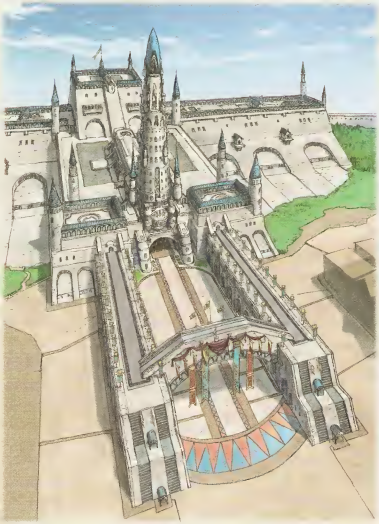
The City from Above

The capital of Gallia since its days as a monarchy, this ancient city located in the nation's centre is among the oldest in Europa, and its beauty knows no rival across the continent.

The View Down Main Street

In addition to the Archduke's castle, Randgriz hosts a robust collection of political, cultural, economic, and academic institutions. The military's barracks and facilities are also located in the surrounding environs.

Castle Randgriz, the "Jewel of Europa"



Castle Randgriz

The entire capital city is shielded within a fortified circular wall spanning over a full kilometre in diameter. At its heart stands Castle Randgriz, marked by the unicorn horn-like spire that rises high above the castle façade, a beloved symbol of the city.

Loggia

The castle's open arcades and hallways are trod by the nation's highest nobles.

Downtown Randgriz

Main Street stretches from Castle Randgriz to the city gates.

◎Character Profiles◎

Welkin Gunther

The lieutenant who dreams of becoming a natural science teacher

Lieutenant, age 22. Son of the late EW1 hero General Belgen Gunther, and leader of Squad 7. While at university, his focus lay in Animal Sociology. In secondary military education, he chose Tank Operation; at university, Officer Training. In addition, he earned credentials as Tank Commander.

A lover of nature since childhood, his free time was usually spent observing animal and plant life near his home.

Character Profiles

Alicia Melchiott

The ever-upbeat leading lady of Squad 7

Sergeant, age 19. A scout assigned to Squad 7. While a team captain in the Bruhl Town Watch, she also worked as a live-in apprentice at the local bakery.

In light of her experience both from the town watch and her military education, she was appointed as a non-commissioned officer posted to Squad 7.

A country girl, she saw no shortage of physical exercise in her youth, building solid athletic abilities.

Character Profiles

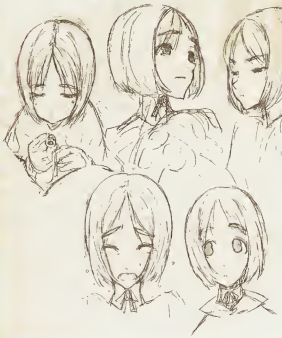
Isara Gunther

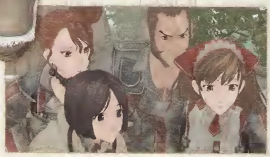
Welkin's adopted sister, daughter of a persecuted race

Corporal, age 16. Squad 7 tank pilot. Daughter of the late Darcsen engineer, Professor Theimer, she was adopted into the Gunther family as Welkin's sister. Inspired by her father, she elected a mechanic's path in secondary military education, earning credentials in design and engineering.

Though she faced prejudice throughout childhood due to her Darcsen blood, Welkin always stood up for her, inspiring a strong bond of respect and love in Isara.

Together with her brother, she operates the "Edelweiss," a unique tank designed by her late father.





Character Profiles

Brigitte "Rosie" Stark

A tomboyish pepper-pot and former tavern crooner

Corporal, age 27. Squad 7 shocktrooper. Formerly a bar songstress, she still bears the nickname "Rosie," given to her by tavern patrons.

Though her education (and military training) ended at a middle-school level, experience with her town watch earned her the starting rank of corporal.

Her hobbies include cards, which she picked up while working her bar job.

Largo Potter

A dependable veteran of the First Europan War

Sergeant, age 36. Squad 7 lancer. Since his initial conscription during EW1, he has survived countless missions, making him the most experienced of the 7's.

Believing that frontline experience is everything, he has consistently rejected all offers of promotion and continued his career as a foot soldier.

He feels a strong sense of responsibility towards his comrades in arms, and will see friends in trouble through any hard times.

Character Profiles

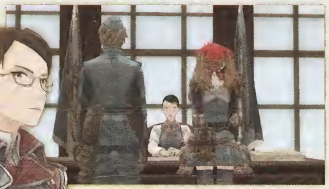
Eleanor Varrot

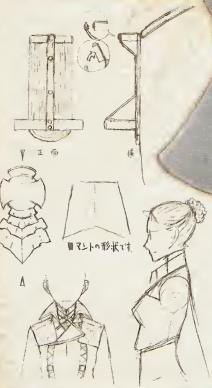
The strict but skilled superior officer

3rd Regiment Captain and direct superior to Welkin. She is one of the most feared yet respected officers in the Gallian military. Age 35, unmarried.

Drafted during EWI, she joined Gallia's militia as a sniper, electing to remain in the military after the war's end. Her work ethic quickly saw her promoted.

An avid reader, her private quarters are a sea of books.





Character Profiles

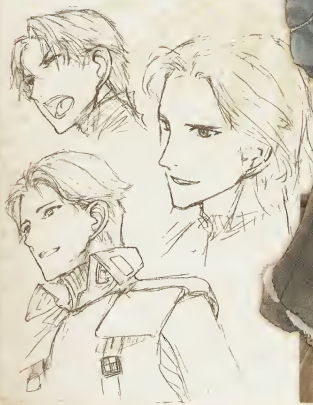
Faldio Landzaat

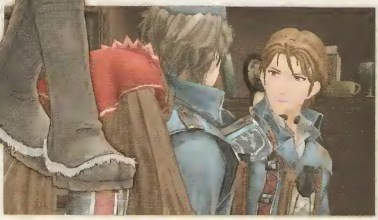
Welkin's buddy, the outgoing charmer

Lieutenant, age 23. Tank commander and leader of Squad 1. An archeology student at the same university as Welkin, his knowledge of history is considerable.

His secondary and university military education earned him an officer's rank and credentials as a tank commander. He is also trained as a staff officer.

Born a Randgrizer, he personifies blithe charm and gregarious warmth.





Character Profiles

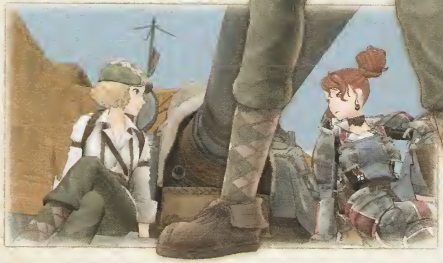
Ellet

A war journalist in search of a scoop and the truth

Military correspondent assigned to Squad 7, age 25.

As a reporter for Gallia's GBS radio network, she traveled to both the Federation and the Empire after the outbreak of EWII. When the Empire crossed Gallian borders, however, she applied for the post of military correspondent with the militia, and joined Welkin and his squad.

Faced with the heavy censorship of a nation at war, delivering the truth to the people has become her personal mission.



Character Profiles

Squad 7

Members of the Gallian Militia

Welkin's eyes and arms on the battlefield

Most of the members of the Gallian militia are normal citizens who have volunteered, or have been drafted into service. They come from a wide range of backgrounds, from carpenter and restaurateur to the coddled daughter of a well-off family.

There are more than 50 soldiers in Squad 7, with a variety of characteristics and combat abilities.

Coby Caird

Squad 7 shocktrooper, age 65. A foreman for a carpentry company before he joined the militia, his bad back is the result of an injury suffered during EW1.

Wendy Cheslock

Squad 7 shocktrooper, age 25. Tinkering with explosives filled this shut-ins days until an overly ambitious portion of gunpowder blew her house to bits.

Edy Nelson

Squad 7 shocktrooper, age 17. As a self-proclaimed actress growing up in a tiny rural town, she was quite the starlet. Though proud, she lacks coping skills.

Ted Ustinov

Squad 7 scout, age 16. His greatest love was always making others laugh, and his clowning persisted after enlistment. He is highly allergic to most metals.

Wavy

Squad 7 scout, age 33. Considerate and polite to a fault, this Darcsen schoolteacher rarely displays his emotions.

Montley Leonard

Squad 7 scout, age 16. As a child of the great plains, he grew up around animals. One encounter with a longhorn stag left him deathly afraid of pointed objects.

Ramona Linton

Squad 7 scout, age 18. Formerly a model for the popular "Gallian Girl" magazine, she lives her life devoted to fashion.

Juno Coren

Squad 7 scout, age 22. A classmate of Welkin's at university, she possesses both brains and beauty in spades, making her the object of many a boy's desires.

Theold Bohr

Squad 7 lancer, age 18. An impoverished childhood has driven home the importance of wealth for him, driving him to seek fame and fortune as a war hero.

Rosina Selden

Squad 7 lancer, age 24. A sort of older sister figure to many 7's, her teammates affectionately call her "Lady Rose." She enjoys working out when off-duty.

Yoko Martens

Squad 7 lancer, age 37. She ran a well-loved Randgrite eatery until donating all the food in her larder to refugees one day and joining the militia.

Homer Peron

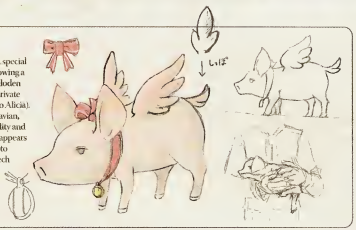
Squad 7 engineer, age 15. A sensitive soul dwells within the angelic exterior of this young boy who volunteered for service despite his frail constitution.

Cezary Regard

Squad 7 sniper, age 23. Always looking out for number one, he elected to become a sniper in order to keep himself safely removed from the front lines.

Hans

Male porcavian, age 1. A special member of Squad 7 following a chance meeting in the Kloden Wildwood. His rank is Private Third Class (according to Alicia). Though small for a porcavian, he boasts impressive agility and jumping ability. He also appears to be intelligent enough to understand human speech and emotions.



The High-Mobility Tank "Edelweiss"

A revolution in tank design, built by Isara's late father

Designed and constructed by Isara's late father, Theimer, this tank's 360-degree rotating turret, fully automated loading system and other innovations completely revolutionised tank technology. Built to be operated by two, Welkin mans the guns and issues commands to Isara, in control of both the wheel and wireless radio.

Despite its age, it was among the first to use angled plating and other emergent concepts, yielding high performance from an early test stage. Its high cost was all that precluded its mass production.

Length: 6.64m
Width: 3.43m
Height: 2.65m
Weight: 32t
Top Speed: 60km/h
Power: 800hp/2800rpm
Arms: Theimer 40/88mm KwK cannon
Theimer 12.7mm tank machine gun

Squad 7's Secondary Tank, "Shamrock"

Based on standard Gallian designs, this model uses parts seized from Imperial tanks to enhance its armor plating and improve power output.

Thanks to modifications by tank captain and engineer Zaka, the main turret can be fitted with a cannon, flamethrower or machine gun to meet the needs of the mission at hand.

The tank is painted with a traditional Darcsen pattern, Zaka's personal touch.

Length: 4.97m
Width: 2.55m
Height: 2.39m
Weight: 11.2t
Top Speed: 50km/h
Power: 200hp/2800rpm
Arms: Breda 24/75mm PaK mk.II cannon
Erma 7.92mm tank machine gun

Zaka

Ragnite, Miracle Source of Energy

Mined as an ore, this unique resource can be refined for use in every facet of human life.

Highly Efficient Tank Fuel

Refined into liquid ragnoline, the ore is widely used to power the engines of civilian vehicles, trains, and tanks alike.

Its use causes the characteristic blue glow that surrounds many machine power sources.

Grenades and Mortars with a Large Blast Radius

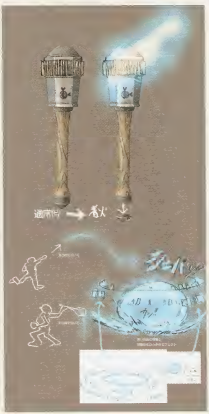
Ragnite exhibits highly explosive properties when quickly catalyzed, making it the perfect payload for use in hand grenades or explosive tank mortars. It offers immediate damage, as well as a broad blast radius that can clear an entire area of obstacles.

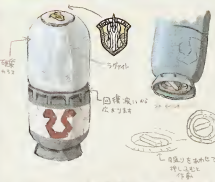
Ragnaid, Wartime Medical Wonder

The light emitted by gradually activating ragnite has been discovered to yield curative and pain-diminishing effects on the human body.

Military science soon gave birth to ragnaid, a convenient and portable all-in-one first-aid kit suited to use in combat.

Ragnite Generator





The Valkyrur - Race and Legend

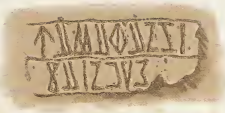
The Valkyrur and the Darcsens

The Valkyrur were said to have stabilised and united the Europan continent in prehistoric times, saving it from the abuses of the indigenous Darcsen people. The Darcsens constantly fought amongst themselves using dark arts, plunging all of Europa into chaos. Their excesses culminated in the Darcsen Calamity, which left the continent scorched bare.

When a new and powerful people swept in from the north, defeating the Darcsens in the War of the Valkyrur, they brought peace and prosperity to Europa.

The ragnite weaponry the Valkyrur bore granted them unparalleled power over the Darcsen natives. Their records remain inscribed in monuments across Europa such as the Barious Ruins in Gallia.

Now that the pure Valkyrian bloodline has long since ended, many view the race as the stuff of legends rather than historical fact, while the Darcsens continue to bear the stigma of having destroyed Europa to this day, resulting in the widespread persecution of their race.



Cordelia gi Randgriz

The puppet princess, scion of the Valkyrur

Current heiress to the Randgriz line of Archdukes who rule the nation. At the age of 16, she stands as figurehead of Gallia and scion of the Valkyrur.

The death of her parents, the former Archduke and Duchess of Gallia, left her heiress to the throne, though her young age has precluded her coronation as yet.

Reported to be a bright and cheery girl while her parents lived, the appointment of Maurits von Borg as her regent marked an end to all outward shows of emotion.

Character Profiles

Maximilian

Flames of ambition burn behind the icy stare of the Empire's commander

General, age 29. Imperial prince and commander of the Empire's invasion of Gallia.

Said to grant opportunities to talented subordinates regardless of social rank, he is also known to ruthlessly dispose of anyone he finds useless to his purposes.

Character Profiles

Selvaria Bles

Maximilian's right arm, noble and proud

Brigadier General, age 22. Member of the Triumviri under Maximilian's direct command.

She shows absolute fealty to Maximilian, evidenced by her nearly suicidal ferocity on the battlefield.

Undefeated since she began work as one of Maximilian's commanders, her forays into the nations around the Empire have struck with the force of a tidal wave.

■ THE TRIUMVIRI

The collective term for Maximilian's three commanders, Selvaria, Jaeger, and Gregor. Known as the top elites within the Empire's forces, they form the core of the Gallian Invasion Front.

The Valkyrian Legend Reborn

Selvaria the Valkyria

The only woman in the Triumviri, Selvaria is descended from the legendary Valkyrur. She exhibits unthinkable power when in contact with the relics of her people, the Valkyrian lance and shield.

The shield's defenses render all known weaponry utterly useless, while the lance emits a destructive beam of light capable of piercing and annihilating any matter. While her powers are active, Selvaria's body gives off a blue glow, leaving traces as she darts instantaneously across the battlefield. Said to rival the strength of an entire battalion on her own, she is easily able to turn the tide in any military operation.

Lance and shield, the armaments of ages past

Made of ragnite, these ancient weapons are said to allow descendants of the fabled race to tap into nearly unlimited power when wielded in battle.

Radi Yaeger

The chivalrous knight of the Imperial Army

Major General, age 36. Member of the Triumviri under Maximilian's direct command and a leader of the Empire's invasion of Gallia.

Previously a general for his homeland, the kingdom of Fhirald, until it was lost in an EWI Imperial invasion to which he himself also fell prisoner.

Freed by Maximilian, he agreed to lend the young commander his keen eye for strategy in exchange for a promise that Fhirald would be restored its autonomy. Decisive and level-headed, he subscribes to a knightly code of honour that has him show respect even to his foes.

Character Profiles

Berthold Gregor

The cold and cruel Emperor-worshipper

Major General, age 51. Member of the Triumviri under Maximilian's direct command and a leader of the Empire's invasion of Gallia.

Born into the rank of count in a family with close ties to the Imperial court, he worships the emperor, dedicating his life to uniting Europa under his rule.

A specialist in shock-and-awe tactics, he uses superior numbers to annihilate the opposition.

The Imperial Arsenal

Imperial Forces and the Superheavy Tank "Batomys"

The Face of the Enemy

Operating under a code of conduct with roots in the medieval ideal of knightly chivalry, troops are expected to give their all in fidelity to the emperor.

Clad in armor that harkens back to medieval times and wielding weapons crafted from the latest technology, this fighting force knows no rival in all of Europa.

Scout

Lancer

Engineer

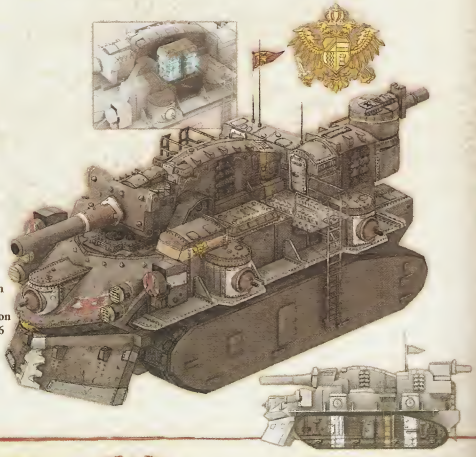
Sniper

Shocktrooper

The "Batomys"

Maximilian, the leader of the Imperial invasion, commands this hulking tank. It represents the enhanced version of an existing design, created to fell enemy castles or fortresses. Under orders from Maximilian, the body was reinforced and fitted with a ragnite cannon, adding to its already formidable capabilities. It played heavily in the Empire's seizure of the citadel at Ghirlandaio.

Length: 20.11m
Width: 10.03m
Height: 8.17m
Weight: 245t
Top Speed: 30km/h
Power: 1200hp/2400rpm
Arms: Zabot 18/340mm ragna-cannon
Zabot 12/340mm cannon x2
Krimm N-520 20/122mm cannon
Uranus 9mm tank machine gun x6



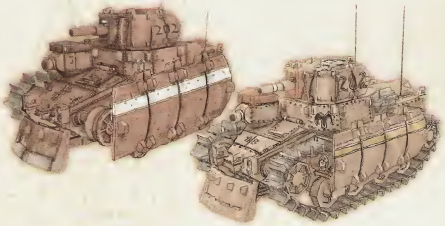
The Empire's Tank Fleet

Light Tank

Though originally developed before the outbreak of EWII, these tanks saw considerable use throughout the war. Taking the stage just as tanks began to see use as highly mobile units able to work in conjunction with troops on foot, this model came to define the epoch.

By the beginning of EWII, however, they had begun to show signs of age, and were outclassed by Federation counterparts in terms of frontal firepower.

Length: 6.69m
Width: 3.02m
Height: 3.24m
Weight: 24t
Top Speed: 45km/h
Power: 330hp/1800rpm
Arms: Krimm N-237 37/45mm cannon
Krimm M-210 10/85mm mortar
Uranus 7.62mm tank machine gun

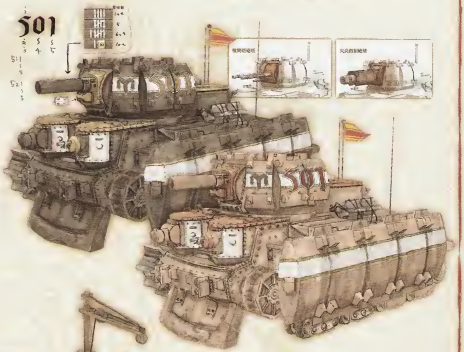


Medium Tank

As the Imperial gold standard in EWII tank designs, over 12,000 of this model had been produced by 1935, the majority of which saw actual combat.

It offers a solid balance between power, armor and mobility at an exceptionally low cost, making it highly versatile. Variants were made to suit a wide range of combat needs, and its ubiquitousness led Imperial soldiers to associate it with home, calling it the "Fatherland."

Length: 5.95m
Width: 3.35m
Height: 2.98m
Weight: 38t
Top Speed: 35km/h
Power: 550hp/2150rpm
Arms: Krimm N-324 24/76.2mm cannon
Krimm M-216 16/85mm mortar
Uranus 9mm tank machine gun



Heavy Tank

This heavyweight tank's powerful, relatively long-barreled rotary cannon and front-mounted, wide-muzzled fixed cannon combine to form a shockingly effective frontal offense.

A small magazine mounted at the turret's rear increases the number of rounds the tanks carried, while the use of a large, interchangeable chassis kept costs low, a practice that later became common.

Length: 7.16m
Width: 3.72m
Height: 3.23m
Weight: 45t
Top Speed: 32km/h
Power: 600hp/2000rpm
Arms: Krimm N-334 34/76.2mm cannon
Krimm M-312 12/122mm mortar
Uranus 7.62mm tank machine gun x2

D. TABAYASHI

World View

Our central concept was "World War II, only not." Something between history and fantasy.

We came to a decision on just how much fantasy to add pretty quickly. We drew up two sets of image boards, one that was mostly factual and one that had fantasy elements to it, and the majority of us felt the fantasy one was more interesting. I thought that if we could refine the idea, it would be a lot of fun.

One of the most striking images we came up with was of armored soldiers carrying medieval-looking spears as they marched alongside tanks. Except these lances are actually rocket launchers made of steel and gunpowder. We wanted a medieval look while still keeping the World War II - era level of technology. The rest of the world view issued forth from that.

To make things recognizable for gameplay purposes, we went with blue for Gallia and red for the Empire, and tried to colour-code everything to make it easy to follow.

The Tanks

Because the Edelweiss is the player's tank, we tried to give it a more advanced, sleeker silhouette than the others while still keeping it congruous with the era.

The imperial forces have kind of a Soviet feel to them. Their tactic is to overwhelm the opposition with sheer numbers. More than just wanting to make their tanks look strong, we went with multiple gun turrets and other function-over-form decisions to give a sense of desperate ruthlessness that would be consistent with the overall world view.

The Uniforms

We originally designed the Gallian and imperial army gear around existing World War II uniforms, but they turned out more modern-looking than we'd intended.

Instead, we went further back, to a period when military clothing showed more regional and cultural influences, and redesigned the uniforms around that.

Also, because this was an intra-Europe conflict, we tried to keep the American design sensibility out of the picture as much as possible.

Highlights

War simulation games have this reputation for being heavy and complicated. By introducing the fantasy angle, the world of Valkyria is a lot easier to get into, even if you aren't a big military buff. I think it's a game that newcomers to the genre and die-hard fans can both enjoy.

Daisuke Tabayashi

Concept Team Leader

World design, mechanical design, and prop design.

Other works:
The Ocean Hunter (Arcade), Sega Bass Fishing 2 (Dreamcast)

R. HONJOH

The Characters

The quickest ones to resolve were Largo, Rosie, and Isara. You can see their final forms even in the first rough sketches.

Welkin went through a few wardrobe changes, but his face hasn't changed much from the get-go. He's always been a nice-guy looking fella with tousled hair and a somewhat spaced out expression, but who can be capable and serious when he gets down to business.

Cordelia and Ellet were also relatively easy. Alicia was another matter, though. As the heroine, we had to keep her not too grown up but not too young, and make her seem cute and well-balanced to a wide variety of people. It was a nightmare. But I think between her face and her red scarf, we managed to give her a distinctive look.

Jaeger and Maximilian were tough as well. Jaeger is supposed to be from one of the Empire's holdings, so we mixed some central Asian ethnic elements into his character. And hopefully the laurel crown helps soften Maximilian's chunky medieval armored look.

To make things recognizable for gameplay purposes, we went with blue for Gallia and red for the Empire, and tried to color-code everything to make it easy to follow.

Realism

Because this is a military piece, we wanted the little details to convey a sense of realism. Things like kneepads for when you fire from a crouched position, or hanging a map around the tank commanders' necks so they could check them on the fly.

On the flipside of that, we didn't mind telling some major lies if it helped put across the characters. The prime example there is Rosie's pom-pom hairdo and belly-baring uniform. Once we hit on that, it was pretty much set that we were going for personality first.

Highlights

The cast is pretty large, but I feel like everyone's design is pretty fun. People's personalities are reflected in their look, down to the little details, so I hope people enjoy what we came up with.

Daisuke Tabayashi

Concept Team Leader

World design, mechanical design, and prop design.

Other works:
The Ocean Hunter (Arcade), Sega Bass Fishing 2 (Dreamcast)

On the Gallian Front

Field Reports from the Second Europan War

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